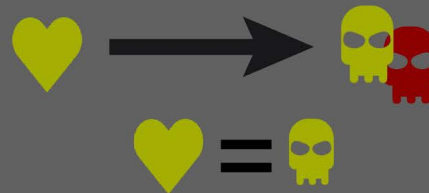


DONT TOUCH The THING

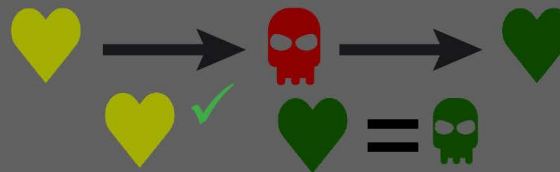
All tokens have two sides, Heart and Skull



Players are only allowed to flick Hearts. If any Heart touches any Skull (including your own color) or The THING, then you have to turn it into a Skull.



There is one exception where touching a Skull as a Heart is okay. If your Heart piece hits a Skull, and that Skull ricochets into another color's Heart, then your Heart piece is safe!



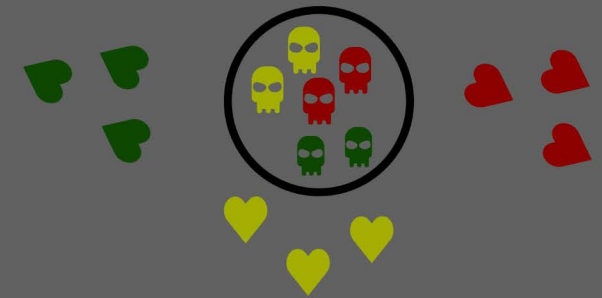
If the Heart you're flicking bumps into a Heart of another color, then you get to play an extra turn as long as the Heart you flicked remains a Heart at the end of your turn. In your extra turn you can only flick the same heart you flicked in the previous turn.



Game Setup

Players have 5 pieces, two of them are flipped to their Skull side, and put on top of The THING. The remaining 3 pieces start as Hearts.

The game starts with players flicking all 3 of their Hearts into the play area. The player with the token closest to The THING gets the first turn. Any Heart that touches The THING in this process is flipped into a Skull and does not count.



Flow of The Game

On a player's turn, they *have* to flick one of their Hearts. On top of that, they have the *option* to grab one of their Skulls put on The THING, and place it anywhere on the table.

But be weary, because if the player physically touches The THING while picking up their Skull, then they'll have to put that Skull piece back and flip any one of their remaining Hearts into a Skull.

When a player runs out of Hearts, they're out of the game. The last player with a Heart remaining wins!

DON'T TOUCH The THING

Don't Touch The THING is a high octane dexterity game, pitting players against each other in a battle for survival! Upon touching The THING, the once Living Hearts transform into Contaminated Skulls. There is no love on this battlefield, as everyone will have to push those around them into Contaminated Skulls and The THING in order to be the last Living Heart standing. However, the most important thing to remember is: don't touch The THING.



Additional Rules

If a token falls off the table

If a Skull falls off the table, pick it up and put it on The THING. If one of your Heart pieces knocked off the table by another skull, then flip it to a skull and put it on The THING.

If one of your Heart pieces is knocked off without touching a skull, pick it up, and play it from anywhere on the end of the table on your next turn.

The extra turn you gain from knocking your Heart into another player's Heart piece is negated if either Heart falls off the table.

Is the game played seated or standing?

Whatever your prefer! The most traditional way to play is by starting the game seated, and moving around on your turn to best hit your tokens, but you can also play the game fully standing or fully seated.

Punishment for touching The THING

If you touch The THING at ANY point in the game, even if it's not your turn, you have to flip one of your Hearts into a Skull.